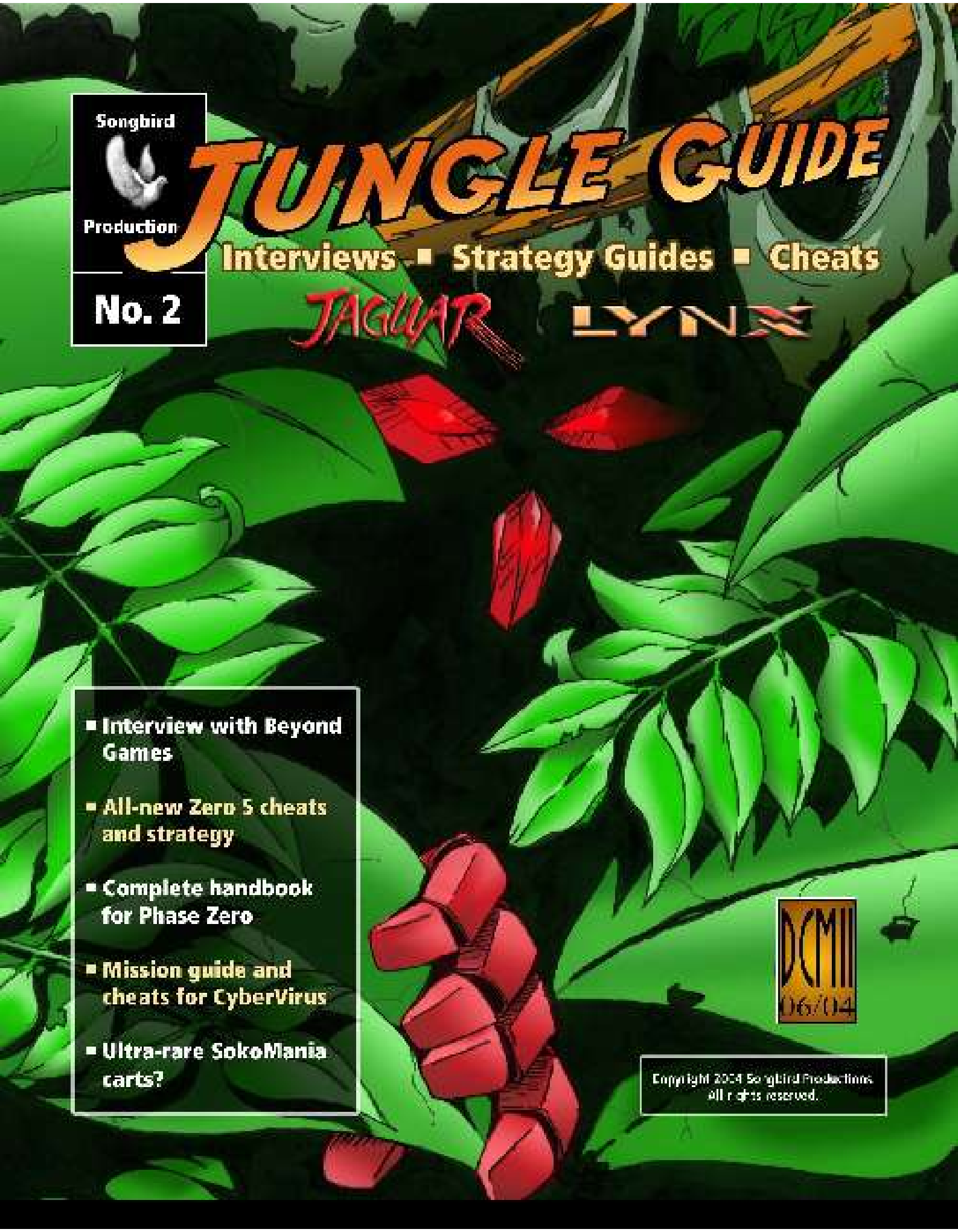

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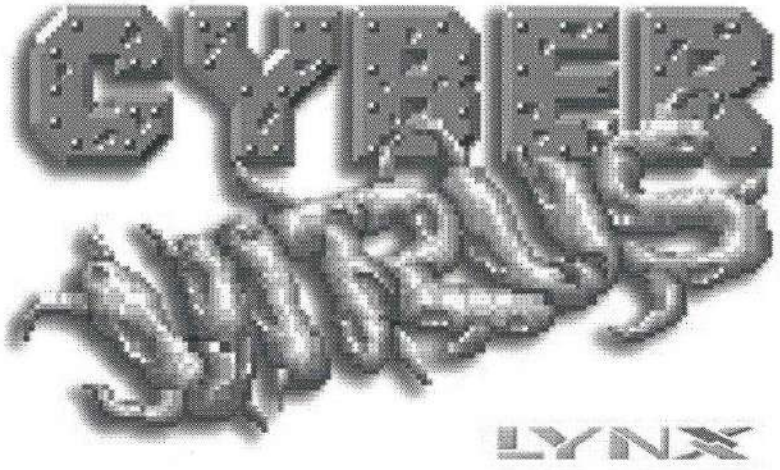
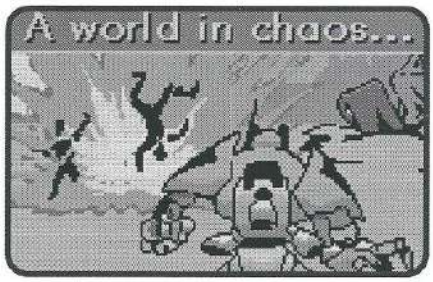




CyberVirus

Concept and code: Beyond Games ■ Level Design: Carl Forhan ■ Publisher: Songbird Productions

■ Background ■

BattleWheels by all accounts is one of the most enjoyable and impressive games available on the Lynx platform. Beyond Games recognized this, and set out to create additional games based on the same award-winning 3D engine used in BattleWheels. Unfortunately, in the meantime, Atari all but dropped support of the Lynx in the 1994 timeframe, and thus the game was shelved.

Songbird Productions eventually acquired an actual prototype of the game in 1998. After some on and off negotiations with Beyond, Songbird finally acquired the complete source and rights to CyberVirus, Ultra Vortex, and Mechtiles for the Lynx in January 2000.

CyberVirus was the most complete of the three games. While the prototype of CyberVirus featured 8 playable missions, the near-final source received by Songbird actually only included a single mission! So Songbird owner Carl Forhan had his work cut out for him when he set out to design sixteen all-new missions, and implement a slew of new features including cut-scenes, stealth armor, cheats, strafing, expert mode, and more. Not to mention fix a few nasty bugs that caused the game to crash occasionally. The result is an enjoyable mission-driven first-person shooter for the Atari Lynx!

■ Interview ■

Interview with Kris Johnson and Clark Stacey of Smart Bomb Interactive (SBI):

1. Give us some background on yourselves.

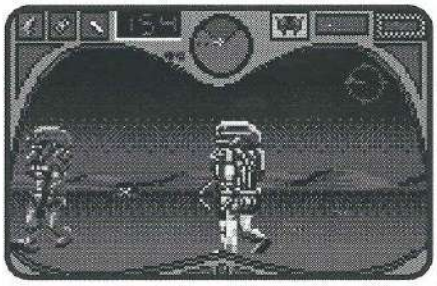
SBI: Kris has been making and playing video games since he was a kid in the early 70's; he began studying computer science at the University of Utah in 1985, during which time he founded a college oriented nightclub. He continued to play and create games in his spare time and in 1992 he founded Beyond Games. Kris and Clark first met when Kris hired him as a bouncer at his nightclub while Clark was also in college. Clark did his undergraduate studies at the U. of U. in English and Philosophy, and post-graduate work in Comparative Literature. After working tangentially with Kris on BattleWheels and Ultra Vortek, Clark joined Beyond Games full-time in 1995.

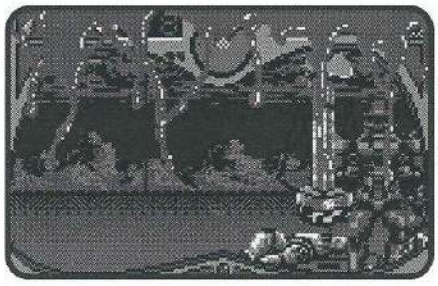
2. How did Beyond Games get started? Were you self-funded, or were you working with another company/investor?

SBI: BG was started entirely as a garage operation on Kris's credit cards. Our first two published titles, the Lynx game BattleWheels and the Jaguar game Ultra Vortek, were entirely self-funded on shoestring budgets.

3. How did you get involved working on the Atari Lynx?

SBI: There's an interesting history there. Kris had read a lot about the Lynx and was fascinated at how much functionality was jammed into such a small package, and after purchasing one, Kris immediately wanted to develop for it. A few months later, he came across a post in the GEnie (GE's online dialup service) Lynx round table and discovered that Atari was offering to sell Lynx dev-kits to companies interested in developing for it. They were prohibitively expensive, but after contacting Atari, he found that they were offering basic dev-kits (the Pinky & Mandy) for $500 each. He jumped at the chance to play





around with the hardware. A few months later, from out of the blue, Atari gets a prototype of BattleWheels in the mail from an unknown company in Utah and they were blown away. Kris started getting excited phone calls from people all over the Atari corporate ladder, from testers to executives. The next thing you know, a polished version is exhibited at the 1993 Consumer Electronics Show, and it wins that year's Innovation Award.

4. Battle Wheels is an incredible, deep game for the Lynx, featuring a real 3D environment, customizable cars, loads of track options, and 6-player network play. Give us some insight on the development of the game. Was it this ambitious from the very beginning?

SBI: The process of creating BattleWheels was incredibly fun. After getting his initial design for the game up and running, Kris started to bring builds of the game to his nightclub after it had closed up for the night. We'd pour a few pitchers and test until dawn — many of the deeper design elements in the game came from those sessions.

5. Tell us about CyberVirus. It drew on the 3D engine from Battle Wheels, but is clearly a different animal. Did it seem like the natural next step for you to create a mission-based 3D game?

SBI: The engine that Kris had developed for the Lynx gave us room to go in a lot of different directions. While developing the multi-player component of BattleWheels, Kris began pursuing ways to create a more compelling single-player element and Cyber Virus was the result. Ultimately the game was to include large outdoor environments and then after the player entered one of the military buildings, the game play would switch to more of a standard corridor FPS. The corridor engine (similar to Wolfenstein 3d) was early in production and unfortunately never saw the light of day.

6. When was CyberVirus shelved, and why? Had Atari seen the game at this point?

SBI: All of our Lynx development stopped in January of 1994, immediately following the Winter CES show in Vegas, because Atari really wanted to move us on to the emerging Jaguar platform. They got us psyched on the new console and sent a few development kits our way. Also, it was clear at this point when major retailers began dropping Lynx support that it would no longer even cover our development costs.

7. What about Ultra Vortex? It could have been a hit for the Lynx, which only had Pit Fighter for competition at the time. Why was the game shelved?

SBI: Same reason, pretty much. It looked at the time that Atari was going to have more weight in the home console market than in handhelds. Plus we were excited by the additional horsepower we'd have access to with the Jaguar (16-bit color was a huge selling point to our art staff along with the 3d support)...

8. What was it like working with Atari? (Feel free to share any anecdotes about humorous, cool, or frustrating incidents.)

SBI: We worked with a lot of great people there, and built some industry relationships that we still have today. As for anecdotes... on one of Kris's first visits to Atari's corporate headquarters, he was waiting to meet with some execs outside their offices. They had a bunch of Nerf guns sitting around because they were doing a Nerf Jaguar game, and Kris picked one up to try it out. He fired off a couple of test shots just as Sam Tramiel walked out of his office, and caught him square in the head. Good times.

9. You eventually sold the rights and sources to Songbird Productions for CyberVirus, Ultra Vortex, and Mechtiles. What motivated you to work out a deal to transfer these properties to Songbird?

SBI: We wanted to see the games finished! Songbird demonstrated to us tht there is a dedicated community out there that would be stoked to see new games released on the classic Atari platforms. We were just glad that these projects will have closure.

10. Songbird published CyberVirus in 2002. What did you think of the final result?

SBI: Awesome. Very much in keeping with our original vision.

11. After the Lynx, you moved on to the Jaguar and developed Ultra Vortek, an impresive 2D digitized fighter. What was it like working on this game? How involved was Atari with the development of the game?

SBI: Since Atari didn't purchase UV until after it was completed, Atari really wasn't involved at all. We had free reign to develop as we wanted it, and we wanted the first fighting game ever to use real human characters, stop-motion animated puppet characters, and pure CGI characters. It was ambitious, but it worked. That was another game where Kris's nightclub played a big role — that's where we did all of the green-screen video capture for the human fighters! We hung the green-

screen in front of the stage and had the martial artists do their thing on the dance floor in front of it. We have some classic pictures from those sessions!

12. Did you begin development on any other Jaguar projects, such as Alien vs. Predator 2 or Battle Wheels?

SBI: We did — we had a great design for an AvP game, which was initially greenlighted by both Fox and Atari. It was story driven with lots of action. Ultimately, Fox decided we had taken the story too far, and killed it — they felt they didn't want to have so much new backstory developed for their property without more control.

13. Any cool aspects of any Lynx or Jaguar game — hints, cheats, hidden pics/features, etc. — you'd like to share with us? In particular, it's been rumored that there are some cheats to play hidden characters in Jaguar Ultra Vortek that have never surfaced...

SBI: It's true — we never released the code to play as the Guardian in Ultra Vortek. We simply forgot when we got busy on other projects. But in honor of your dedication to classic gaming, Carl, we will release it at the Classic Gaming Expo in Vegas in a few months.

14. That's fantastic! So what are you up to these days?

SBI: Kris and Clark sold Beyond Games in August of 2003 and started a new venture — Smart Bomb Interactive. We're working on new original games and we're returning to our handheld roots with a major focus on the upcoming Sony PSP platform.

Check us out at
www.smartbombinteractive.com.

15. Thanks for taking time to speak with us!

SBI: No problem, the questions brought back a lot of great memories. :)

■ Strategy ■

General Strategy

Conserve your ammo. You've got enough to complete every mission, but wasting your ammo is a surefire way to find yourself stuck near the end of a mission.

Exit the map rather than letting your enemies destroy you. You'll get your armor and ammo restored, plus some missions will give you a hint about what you need to do.

Grenades are the only weapon which can be lobbed over some obstacles (such as the junk piles). Missiles are your strongest weapon, both in range and damage.
Strafing can help you dodge enemy fire while keeping them in your sights. It also helps to strafe while retreating, to prevent enemy missiles from locking onto your position.

Cybots can shoot each other – use this to your advantage!

Every building can be destroyed, but some take quite a bit to bring them down.

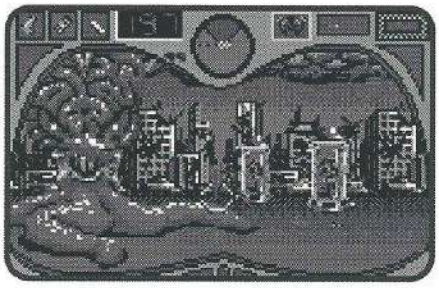
Training Mission #1

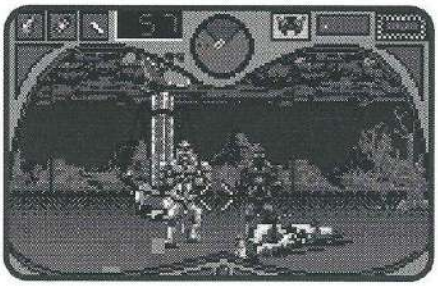
The three cone buildings are clearly marked on your overhead map. Five Cybots stand in your way. Try to use only bullets against the Cybots, and save your grendades to take out the cone buildings. This level is also a good opportunity to practice strafing – which comes in handy on later missions.

Training Mission #2

This mission is fairly quick. You need to dodge or destroy the six Cybots and one turret. Look for the briefcase icons near the turret and the junk. Pick these up and head to the map edge for extraction.

Training Mission #3





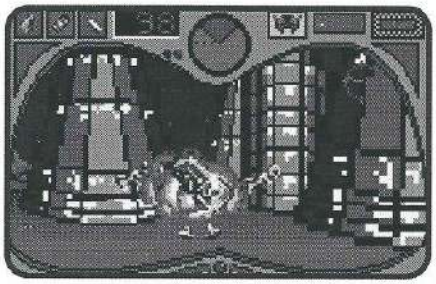
You must acquire two grenade packs in order to complete this mission. Go to the upper left quadrant and take out the turret. You should find the two packs close together behind the turret. Next, head down to the cone buildings and take them out. Watch out for Cybots, several are hiding in this sector and some of them are equipped with grenades.

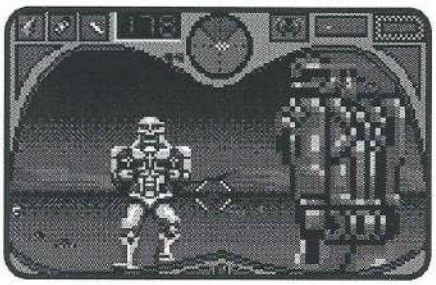
Tactical Recon #1

This is one of only four missions to occur in the larger map setting. It will take longer for you to reach each mission target, thus you might want to use the speed boost to zip things along. The radar targets are marked on the map, but what you don't know is there are two grenade packs hidden as well. Look for them between the lower pair of towers and and the first radar tower. This is also the first mission to introduce spawning enemies. The longer you take, the more Cybots will appear!

Tactical Recon #2

Six of the grenade packs are located in a ring around the dome buildings. Avoid or destroy turrets as you pick up the grenades. The seventh grenade pack is hidden in the middle of the map, and is surrounded by mines! Take out the nearby pesky turrents, then dodge the mines to acquire the last





pack of grenades. Mines are quite deadly, so pick up an armor pack first if you've already taken a beating before you get here.

Tactical Recon #3

Pick up the grenade pack immediately to your left – you'll need all the help you can get to fight off the incredible number of Cybots in this mission. Watch out for the ones throwing grenades, they're a lot tougher to kill than run-of-the-mill Cybots. There is one armor boost near the center of the map, and another one near a tree in the southwest corner. One of the prototype briefcases is in the upper left quadrant, the other is in the lower right. Use buildings to block enemy fire.

Tactical Recon #4

The Cybots only get tougher from here on out. Enemy reinforcements will spawn near the center of the map. Be careful, because at least one Cybot is toting missiles this time around. Take out every building you see to keep important data from falling into enemy hands. If you need an armor boost, look around the junk piles; there are three armor boosts available.

Jungle Op #1

The goal of this mission is to rescue civilians trapped in a jungle filled with mutant spiders. Proceed with caution, as both your shots and enemy shots can take out the civilians. You need to outmaneuver or outgun the spiders in order to rescue all six scientists. There are two armor boosts hidden in the jungle: one near the upper left tower, and one near the middle right tower.

Jungle Op #2

Lots of powerups hidden in this one: two grenade packs, two missile packs (finally!), and four armor boosts. All six power plants are targets and must be destroyed. There are quite a few spiders in this one, plus a few turrets (and some are missile-equipped, so be careful). Take out the lower left target first, and you should find a missile pack nearby. Use missiles to quickly dispatch the spiders, which are both fast and deadly. The lower middle target should be next, and you can grab an armor boost if you need it. Proceed around the map destroying targets and searching for nearby powerups.

Jungle Op #3

In this mission you retrieve the stealth armor – an uber-cool powerup which not only turns the screens funny colors in later missions, but also keeps most enemies from "seeing" you until you get REALLY close to them. That's the good news. The bad news is there are 4 armor boosts hidden throughout the map, and only one is the stealth armor. Even worse, the armor icons don't show up on your radar! The stealth armor is located in the lower left quadrant. It's easy to differentiate from the other armor boosts because the stealth armor is surrounded by four land mines.

The spiders are fairly tough on this mission and fast as always, plus your ammo is restricted to bullets only (ack!). Shoot a spider if you have to, but don't hang around waiting for more. Moving fast and light is the key to this mission.

Jungle Op #4

Wow, full stealth mode for the entire mission **and** 30 missiles to boot! There are a few spiders that will home in on you regardless of your stealth armor, but other spiders and turrets won't engage you unless you get close. So stay away.

There are two armor boosts located near the center of the upper map edge. As you progress in the mission, you will have the opportunity to pick up even more armor and grenades near the center of the map. Launch a couple of missiles at each of the five silos from a distance and you should easily destroy your targets.

Counterstrike #1

You'll find yourself in a crossfire as soon as the mission starts. Take out the Cybots, then proceed straight north towards the first radar tower. You should find an armor boost along the way, plus another boost on the other side of the radar tower. Watch out for some grenade lobbing Cybots! These will take quite a few hits to kill, and are the strongest enemy you've faced yet.

There is a ton of armor and missile powerups in that upper stretch of the map – between two tough missile turrets, of course! Make a run through here if you're desperate for some more ammo or armor. Otherwise, stay on the south side of the radar towers, to avoid activating too many Cybots and turrets all at once.

Counterstrike #2

Some lab techs are being held hostage by the Cybots. You've got your stealth armor once again, but each civilian is surrounded by a trio of Cybots. You must be very cautious, or you'll end up activating a Cybot which will promptly terminate the nearby lab tech! Try sniping the Cybots with missiles from a distance instead, and rotate

VGDB

CyberVirus

around the lab techs to get an angle on each enemy. Don't worry, exploding Cybots won't hurt the lab techs.

There are four hostages to rescue in this mission. You can also find an armor boost and missile pack in the center of the map – under guard, of course.

Counterstrike #3

You're heavily armed, and you'll need it: the Cybots are out in force to stop you from determining the location of their regional firebase. You need to pick up two briefcases containing crucial information; one is in the upper left quadrant, one is in the lower right. Look out for mines surrounding these targets. Four armor boosts surround a junkpile near the center of the map, which should give you all the recharge you'll need along the way.

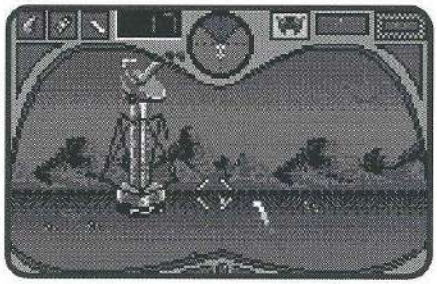
And by the way, the squad of Cybots in the upper right corner is a red herring.

Firebase Stage #1

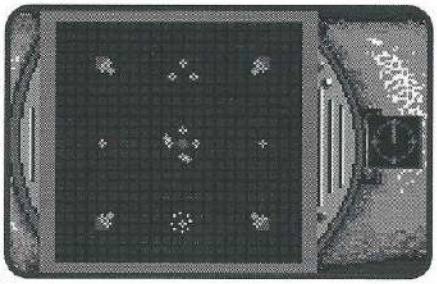
This is a great mission and not all that dangerous once you get the hang of it. Grenades, not missiles, take the limelight here for destroying the power relay targets. Use bullets and missiles to knock out any approaching Cybots. Make a beeline for the lower left power relay BUT don't get too close — there are twin missile turrets ready to toast you! Hide behind the junk, such that missiles from both turrets explode harmlessly in front of you. Start lobbing grenades over the junk, and you'll quickly eliminate the power relay. Do likewise for the other three relays.

Next, you need to destroy the tower in the center of the map. This one is out in the open and more heavily guarded, but the good news is you may be able to pick up some more grenades and even an armor boost if necessary. It's important to eliminate all the targets quickly, before lots of Cybots have a chance to spawn in and make your life miserable.

Firebase Stage #2



Your final mission: destroy the braincores and the mutant Brainbots which defend them. Brainbots are extremely tough and pack a deadly punch to boot. Use your missiles liberally to knock out the first few, then head to both upper corners of the map to retrieve some vital powerups.



Choose either the left or right map edge and head south. As you approach the braincores, several more Brainbots will be activated. Strafing should help you dodge their shots while gradually knocking them down. Once you reach the middle of the map, take out the tower and hunt for the nearby armor boost if you need it. Wipe out the remaining braincores, and head for extraction. Congratulations! You've proven yourself the ultimate hero in CyberVirus. ■

■ Cheats ■

Expert Mode - On title screen, press Opt 1 + B + A

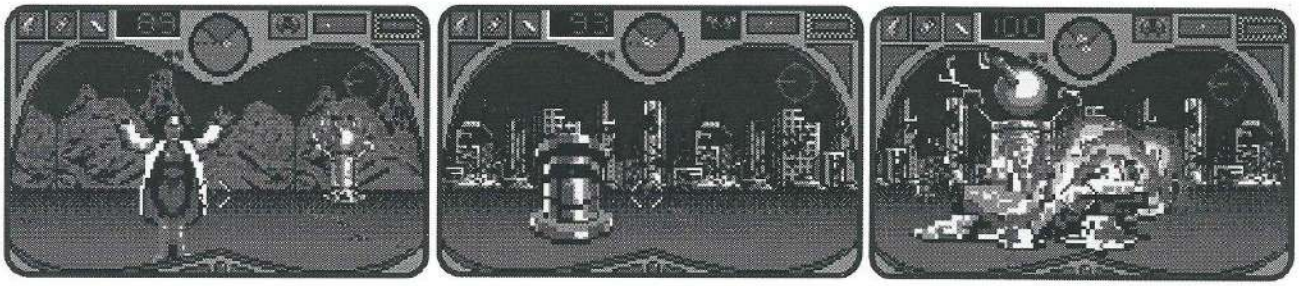
Full ammo on every mission - On title screen, press Opt 1 + Up + B

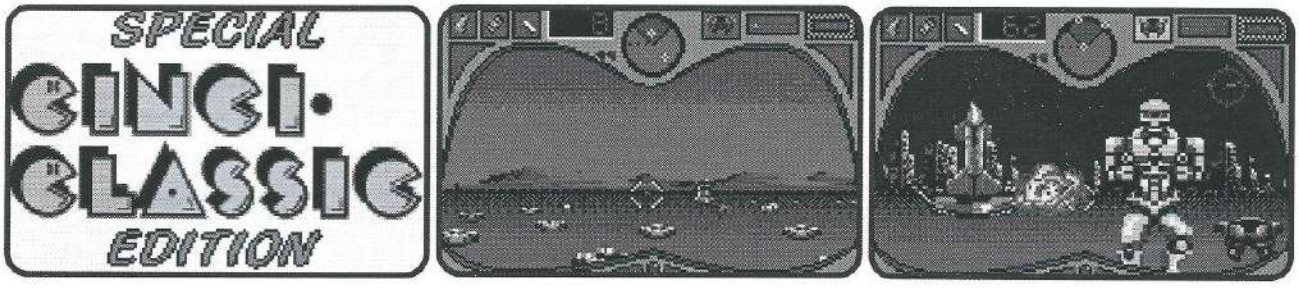
Stealth armor on every mission - On title screen, press Opt 1 + Down + B

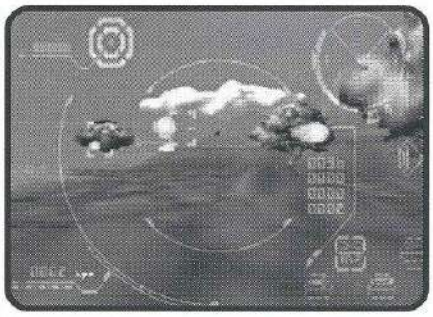
Mission skip - On the mission screen, hold either left or right, and press Opt 2. You can select any mission except Firebase #2.

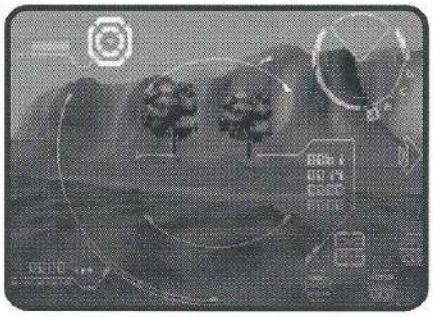
Note that starting Expert Mode will always disable the full ammo cheat but not the stealth armor cheat.

■ Screenshots ■









Phase Zero

Game Design: Hyper Image ■ Licensing: Jeremy Gordon ■ Article Written By: Matthew Baker

■ Background ■

Phase Zero has a long and sordid history on the Jaguar. Atari flamboyantly promoted the up-and-coming 3D voxel engine at the core of this game at various trade shows in the early 90's, and reportedly paid the developer, Hyper Image, quite a tidy sum to continue work on the game. Sadly, despite the technical prowess demonstrated in this fast game filled with voxels and sprites and 3D action, Phase Zero never moved beyond the demo stage.

The game remained stranded as an ultra-rare prototype for many years, until Mark Santora released his demo version on the web to eager Jaguar fans in June of 2000. It wasn't until a year and a half later that Songbird Productions managed to track down the former Hyper Image team and secure rights to release the demo properly in cartridge format.

Having said that all that, Phase Zero Demo has a lot to offer. It's a 3D hovercraft FPS game set across different terrains and climates of an Earth-like planet, possibly Earth itself. There are some hints of backstory interwoven with the mission briefings, and an enemy known as the Collective, but not enough to piece together the entire scenario. An advanced control scheme exists, including support for shield allocations, navigation, and multiple weapons. It was meant to be a game with single and multi-player game modes via networking. It can only be assumed that the finished game would have several multi-player modes like most networked/multi-player games, such as co-op, deathmatch, capture the flag, and so on. Unfortunately, networking does not appear to work in the released demo; connected Jaguars will simply turn the screen red or blue.

But single player mode definitely works for at least four of the missions, so Jaguar fans can take heart and enjoy this quite impressive and fun, if short, demo game.

■ Missions ■

Nine missions set in a variety of landscapes: desert, Mediterranean, swamp, volcanic, arctic, forest, tropical, and so on. Some levels have very detailed terrain features, including rivers, lakes, and canyons. The first few missions do in fact appear to be complete, and you can navigate from checkpoint to checkpoint (ala the classic Wing Commander series), and have a small variety of objectives such as clearing out enemies, rescuing a stranded soldier, etc.

If a checkpoint seems unreachable, circle around the terrain looking for ramps you can use to gain elevation. Several missions require you to traverse the top of the hills to reach the checkpoints.

There are some stationary objects in the game, including power generators (some are indestructible, others must be destroyed) and the shields they power, parked hovercraft, all sorts of trees, fortresses and ruins made up of both sprites and voxels.

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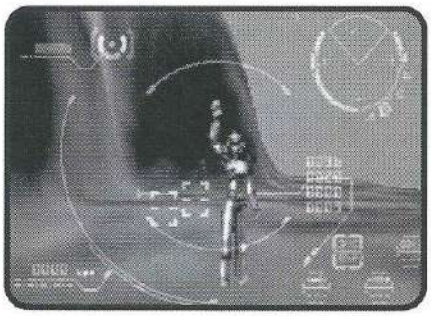
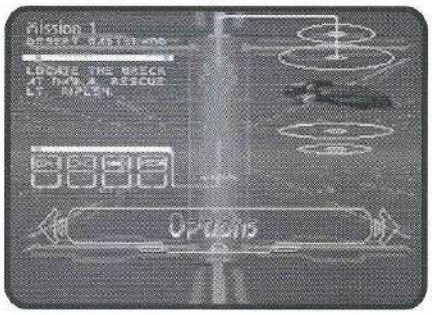
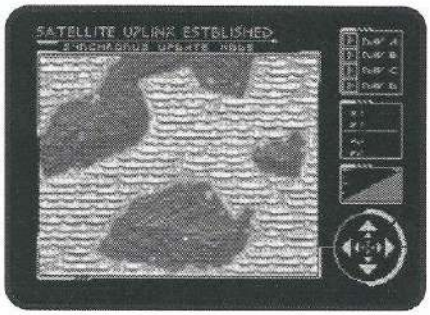




■ Cheats ■

On the green menu screens, hold down any number 1-9 and then press [pause] to change to the corresponding mission. You should now see the updated mission summary and number in the upper left corner.



■ Strategy ■

Don't just blaze through the game looking for checkpoints – take your time and enjoy the game! Use left and right strafing to circle around your opponents during combat; this will keep them from pummelling you while you return fire. Watch your shields and balance them as needed, and you'll live longer. Search for narrow paths and ramps that lead up the cliffs and hills. There are power ups and enemies all over, so be careful! Use the map to help guide you. Don't be afraid to use the landscape for cover. Fighting enemies from a higher elevation gives you advantages in targeting and protection. ■

Mission Briefing corrections (1-5):

Mission 1: briefing shown is mission 5, correct briefing is on mission 3.
Mission 2: briefing shown is mission 3, correct briefing is on mission 5.
Mission 3: briefing shown is mission 1, correct briefing is on mission 2.
Mission 4: briefing shown is correct.
Mission 5: briefing shown is mission 2, correct briefing is on mission 1

All other mission briefing are in the correct place.

■ Enemies ■

All the enemies are hovercraft of different types. They tend to home in on you when you get close, and may even circle around you to take shots at different angles. It doesn't appear the enemies are functionally different from each other, though.

■ Controls ■

D-pad: left turn, right turn, forward and reverse(stop)
[Pause] pause game, no options on pause display work
[A] strafe right
[B] fire weapon
[C] strafe left
[Option] (hold) shows D-pad display with four choices according to direction:
- **[Option+D-pad up]** Map display
  - Map controls:
  - D-pad scroll up, down, left and right
  - [A]+D-pad up&down: Zoom in&out
- **[Option+D-pad down]** mission briefing (not functional)
- **[Option+D-pad left]** Shields: up, down, left, right to balance shield allocations
- **[Option+D-pad right]** weapons: up, down, left and right to select weapon

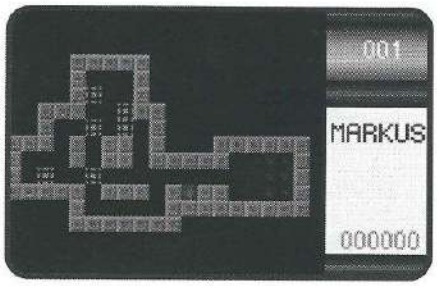
Weapons include infinite energy blasters and limited rapid fire, missles of different strength, and other types of energy bolts. Only four weapons can be held at one time, but there are more than four weapons in the game. Different weapons may be assigned for a particular mission.

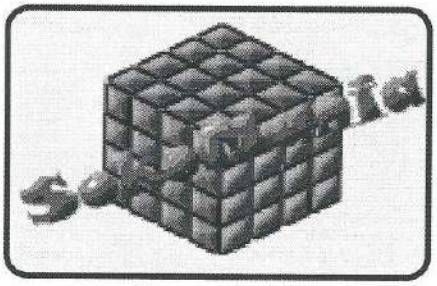
Heads Up Display (HUD):

Upper left corner: Shield display
Upper right corner: Radar and checkpoint markers with current checkpoint lit
Lower left corner: Speed display
Lower right corner: Weapons display with current weapon highlighted
Center left: speed bar
Center: targeting HUD and two dots representing compass north
Center right: 4 numerical displays, from top to bottom:
- Total enemies remaining on level
- Frames-per-second (?)
- Nothing (?)
- Number of enemies in range

Targets will appear for enemies on the HUD (when enemies are in radar range) as well left and right arrows on the side of the screen pointing towards the next checkpoint and a checkpoint "crosshair" will appear when facing the proper direction.

MW SOFTWARE
A hobbyprogrammer's project
(c)1999 Markus Wuhl





LYNX

SokoMania

Concept and code: Markus Wühl ■ Graphics: Markus Wühl ■ Audio and Level Design: Uli Wühl

■ Background ■

Markus Wühl first made news in the Lynx hobby scene pre-2K with a playable demo out of nowhere called Puzzler 2000. That game was never completed, but not to be down and out Markus went on to develop and self-publish SokoMania on the Lynx in 1999.

SokoMania is a great, classic puzzle game (an underutilized genre on the Lynx). There are no timers, no ghosts chasing you down a maze. Only your skill at moving boxes from one side of the warehouse to the other. The game features 100 levels and an impressive MOD player. The relaxed pace of the game lets you spend all the time you need to solve each level, and Lynx fans will find themselves coming back to this game again and again.

■ Interview ■

1. Give us some background on yourself.

MW: My name is Markus Wühl and I come from Germany. I am working as an edv administrator in an big laboratory. We use Novell 5 and Win 2000 networks and have a big WAN in over 15 locations all over Germany. I program the routers, firewall, etc. Config the WEB server, Mail server and do all the other stuff.

2. How did you get involved working on the Atari Lynx?

MW: Oh, it was a long time ago. I don't know so exactly. As I remember, I surfed on the net and found Bastian's site. There I ordered the BLL Kit...

3. SokoMania is a great game for the Lynx, featuring a ton of puzzles, nice graphics, and cool audio. What was it like working on this game, and what was the hardest part? Were you able to accomplish everything you wanted?

MW: I love Sokoban-style puzzle games. The hardest part for me was the music routines. Because I have no ideas! ;) I didn't have any help for making graphics. So I had to do everything myself. My wife (at that time my girlfriend) has composed the music, has designed much levels and tested the game and ALL levels! (Thank you, Uli!)

4. How much did you rely on the Lynx hobby community to help fill in the gaps in your code, test the game, provide artwork, etc.?

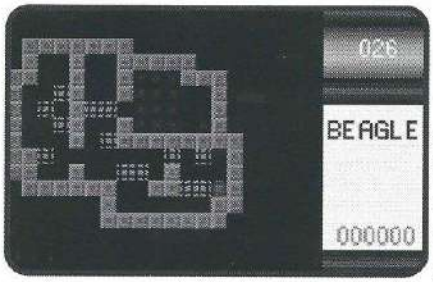
MW: I had a lot of help from Bastian Schick. And the fantastic Mod player comes from Duranik. Thanks everybody!

5. Any cool aspects of SokoMania – hints, cheats, easter eggs, etc. – you'd like to share with us?

MW: No cheats, but there are of course passwords. Also, there is a special BIG version of SokoMania with an 256KB Eprom. The first versions produced of the game were 256KB, later ones are not. In the 256KB game you can open an easter egg! You can open a secret MOD Player menu with 3 or 4 songs. I think I have produced 20-40 256KB games. The rest are 128KB carts. The game is the same in both versions.

6. What happened to Puzzler 2000 (which was shaping up as a nice Tetris clone)?

VGDB



MW: Oh, yes. Many people have asked me for Puzzler2000. I have there a timing problem in that game and must reprogram it completely. :(That's life! I think it will never be finished.

7. Have you considered working on another Lynx game? If so, what kind of game(s)?

MW: I have no time for programming the Lynx now. But I have began to prorgram a Trailblazer clone. Maybe I will continue that game. [Editor's note: Markus is indeed purusing another Lynx game called PokerMania as of Fall 2003]

8. What are you up to these days?

MW: Learning WIN Server 2003, have fun in the summer time 2003... and working at home. We have our own house and this takes a lot of time.

But Lynx lives forever and I promise you to return?!? (Maybe it takes some years...) Hope Duranik, Bastian, Matthias and all other Lynx hobby programmers worked on some new Lynx stuff.

9. Thanks for taking time to speak to us!

MW: No problem!

■ Strategy ■

There's one basic element to gameplay in SokoMania: you can only push, never pull, boxes. So don't get boxes nudged into a corner – they're never coming out! Likewise, don't push a box next to wall unless you have a surefire means of getting the box to the goal or back off the wall (via a corner).

Also consider the sequence of moves. Many levels will present multiple easy boxes to move, but in some cases only one sequence will result in successful completion of the level.

Finally, for an extra challenge, try to get the fewest moves possible for each level. Beat your own best score or that of a friend! ■

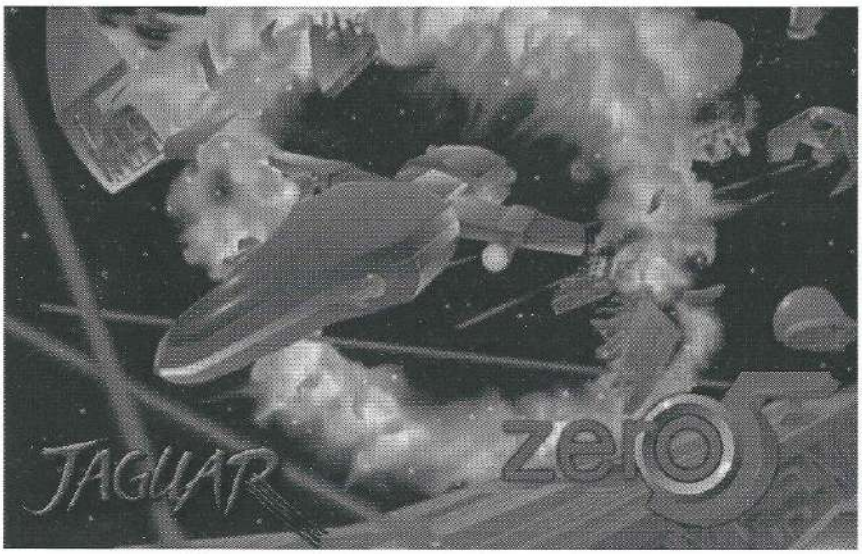
■ Cheats ■

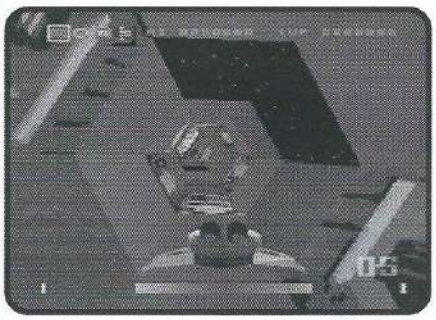
Hidden MOD Player - Press Option 1 and Option 2 key simultaneously at the 2nd intro screen (the one with the (c) 1999 by Markus Wuehl on it). If you have a 256KB SokoMania cartridge, you will hear a special melody and will enter the hidden MOD player.

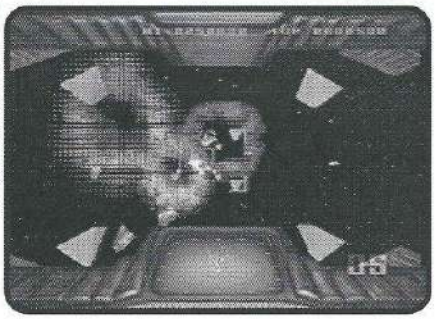
Press up or down to select any of the three tunes, then press A to select. Press A again to return to the MOD player menu. Select Exit to return to the looping intro screens.

SokoMania Passwords:

01. MARKUS	26. BEAGLE	51. DELPHI	76. STUDIO
02. ULRIKE	27. NEAPEL	52. MODSND	77. SCHICK
03. WUEHLM	28. CINQUE	53. PASCAL	78. PHARAO
04. PRINCE	29. JUNIOR	54. PCMCIA	79. AVENUE
05. MYKENE	30. ARREST	55. SHADOW	80. CHANCE
06. BIKINI	31. TEMPLE	56. RETURN	81. LETTER
07. HELIUM	32. CLIQUE	57. POISON	82. HEAVEN
08. ESCUDO	33. LEGUAN	58. GROGGY	83. NOBODY
09. TAIPEH	34. CHEMIE	59. SOCCER	84. CASTLE
10. OETHE	35. OKULAR	60. ELAPSE	85. HASBRO
11. PACMAN	36. AMPERE	61. TICKET	86. SPEYER
12. APOLLO	37. BUFFET	62. URANUS	87. FRIEND
13. HUNTER	38. FICHTE	63. WHOOPS	88. SYDNEY
14. MAMMUT	39. RUBENS	64. CURSED	89. GERMAN
15. XYBOTS	40. SERVUS	65. BETTER	90. MANIAC
16. ARTHUR	41. SOPRAN	66. LEADER	91. BERLIN
17. LONDON	42. ELSASS	67. OXYGEN	92. PURPLE
18. BENZIN	43. MYSTIK	68. MISERY	93. SERVER
19. BANANE	44. BUDGET	69. DAMAGE	94. UPDATE
20. CHERRY	45. QUELLE	70. RABBIT	95. ZOMBIE
21. AURORA	46. RADIUM	71. COUPON	96. PYTHON
22. RUEGEN	47. BORKUM	72. SPHERE	97. ZIGZAG
23. WHISKY	48. VAMPIR	73. VOYAGE	98. PEANUT
24. LYXASS	49. HAWAII	74. NIBBLE	99. POUNCE
25. SAIGON	50. ALICIA	75. SUMMER	100. ENDEND







Zero5

Concept and code: Caspian Software Ltd. ■ Article Written By: Clay Haliwell ■ Thanks: John Hardie

■ Introduction ■

Way back in the early 80s, there was an obscure arcade game called Space Zap. It was a simple game, giving you control of a little space station in the middle of the screen which you had to defend from aliens. The unique twist was that you couldn't move. Every incoming shot had to be intercepted or you'd die.

Two decades later, Caspian Software revisited this concept in a an offbeat game called Zero 5. Atari had sunk in the mid-90's, and took with it several independent developers such as Caspian. At the same time, Jaguar fans were hungry for new software to feed their favorite cat. They were justifably elated to learn that Telegames had acquired publishing rights to Zero 5, and the game was released to eager fans in 1997.

At first glance, Zero 5 looks like a free-roaming space shooter – Cybermorph without the landscape, if you will. But this is merely an illusion. Despite all the stars rushing past, for most of the game your ship is firmly fixed at the center of the screen, and vulnerable to every perfectly-aimed shot fired your way. Understanding this is essential to mastering Zero 5.

■ General Strategy ■

There are three distinct modes you'll control over the course of Zero 5 – Fighter, Trench, and Gunner. One thing that all modes have in common is that no enemies (except mines and asteroids) will ever collide with you.

Another unique thing about Zero 5 is the enemy AI. Specifically, there isn't any. Every enemy motion, down to the shots fired, is pre-scripted. This makes Zero 5 a game of memorization. Raw reflexes can get you through most of it, but there are parts where the only way to get through is by knowing what to do in advance.

Zero 5 provides three difficulty levels. Unless you're a masochist, stick with Easy. This is a brutally hard game, and you only get one life – there's no shame in Easy.

Fighter Mode

This mode comprises the meat of the game. As described above, your ship is at the center of the screen, and enemies fly out to attack you. You can't dodge shots, and the camera is fixed no matter which way you turn. The camera automatically zooms in and out to keep all the action in view, so you can use it to estimate where the next wave is coming from.

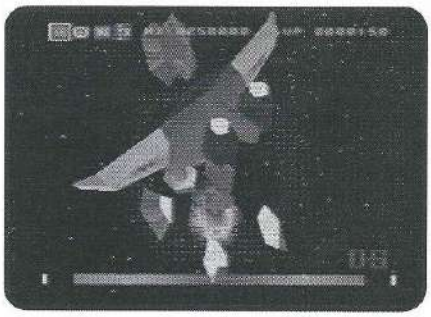
There are generally two types of enemy patterns – move-stop-fire-repeat, and continuous motion. The easiest way to take out the continuous-motion waves is to observe the pattern for a moment, then aim at where it's going to be. Trying to aim at where it is will just leave you dizzy.

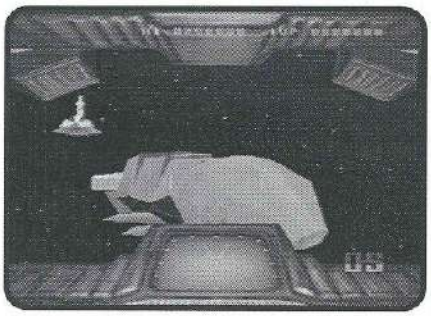
Power-up orbs appear when you destroy every enemy in a wave. These orbs are invulnerable, and unlike everything else in fighter mode, actually respond to your ship movements. That is, you must fly toward them to pick up. You can have multiple orbs floating around, and they never disappear, so don't stress too much about picking them up right away. If one gets away at first, you'll usually end up coming back to it later.

As you hopefully already know, you can decide what to do with power-ups. Max out shots first, then switch over to shield recharging. Only worry about switching between shields and points once you're confident with the game.

Trench Mode

Technically a subset of Fighter mode, Trench mode shoots you down a series of trenches and tunnels at breakneck speed. No turning or stopping here – just rotate around the edges. The enemies here are the barricades placed in your way. Light gray ones can be shot away, but dark gray ones are





invulnerable. Fire constantly, listening for the CLANG of the invulnerable barricades.

Power-ups in trench mode are acquired by flying over flashing strips on the walls. As above, power your guns up to full then switch to shields – and leave it there. You'll be crashing a lot. Note that while in the trenches you can only power up your guns to one less than the maximum.

Gunner Mode

In gunner mode you control your mothership's main cannon. Presumably this cannon is located on the bottom of the ship, since all enemy shots travel toward the top of the screen. You have two movement speeds – slow and fast. Forget about slow mode. Just stick to fast. After the first warm-up levels, you'll need all the speed you can get.

Gunner mode provides a radar at the bottom of the screen that shows shield status and enemy positions. Learning to use this is essential to getting through missions intact. Whenever you hear the telltale "warp in" sound, look at the radar. Rotate toward the new contact, then as soon as the field-of-view line touches it, reverse direction briefly and look back up at the view screen. This maneuver should bring the enemy ship into the center of the screen with your crosshairs right on top of it.

Be aware that your guns fire their four shots in a fairly wide pattern. Use this to your advantage. You can make sure that all four shots are coming to bear on an enemy, or aim slightly above them to do damage while also catching incoming shots.

There are no power-ups in gunner mode.

▪ Enemies ▪

Fighter Mode

Below are some general characteristics of the enemies you'll face. Unfortunately these descriptions have to be on the vague side. Since every enemy motion and action is pre-scripted, the designers are free to vary the enemy's behavior on a mission-to-mission or even moment-to-moment basis.

Robo-Drones - "Saucer", "Thunder"
Visual: Red and yellow, respectively. Miniature Cylon basestars.
Tactical: Red saucers are weak, slow, fire occasionally, usually appears in groups of three, and are the only enemies that appears in both fighter and gunner mode. Yellow saucers ("Thunders") are much tougher, faster, and more aggressive.

Defense Drones - "Sparky", "Striker", "Firefly"
Visual: Blue, red, and yellow, respectively. Resemble little pointy pyramids.
Tactical: Blue is weak, red stronger, and yellow strongest. Constantly in motion, fly around in large serpentine formations.

Assault Drone - "Lightning"
Visual: Twin spinning satellite dishes.
Tactical: Strong, fast. These guys have the "float like a butterfly, sting like a bee" routine down pat. They dart all around you, stopping only to fire streams of shots. Save your Smart Lasers for them.

Attack Drone - "Parasite"
Visual: Green three-leaf clover.
Tactical: Basically the same as a Defense Drone.

Gunner Mode

A neat thing about most of the enemies in gunner mode is that individual pieces of them can be shot off. If below an enemy's guns are noted as "shootable", it means they can be shot off. This is a quick and effective way to disarm some enemies without destroying them outright.

Gunner mode also introduces enemies that can fire "super" shots. Unlike the regular gray shots, these flash red-orange and do much more damage. All enemies below fire regular shots unless otherwise noted.

Robo-Drone - "Saucer"
Visual: Red miniature Cylon basestar.
Tactical: Saucers are weak, slow, fire occasionally, usually appear in massive waves, and are the only enemies that appears in both fighter and gunner mode.

Deepspace Fighters - "Scorpion", "Venom"
Visual: Orange and yellow scorpions, respectively.
Tactical: Both scorpion variants have a shootable tail gun. Scorpions fly directly at you, spin around firing for a while, then leave. Venoms are only launched from carriers (see "Courier" below), are much tougher, loiter longer, and fly in a circular pattern that's often out of firing range. Destroy these as quickly as possible.

Atmos-Fighters - "Stinger", "Hornet"
Visual: Red and yellow beetles, respectively.
Tactical: Usually flies toward and past you, loop around, and attack. The yellow version is tougher (seeing a pattern here?), and makes multiple attack runs before leaving. To balance its greater hull strength, it approaches at about half the speed of the red version.

Void-Fighter Mk-2 - "Hawk"
Visual: Blue with red racing stripes.
Tactical: Fast. Flies straight at you, fires a volley of super shots, then peels off. Two shootable guns.

Vacuu-Fighter - "Wasp"
Visual: Red-yellow
Tactical: Attack in threes. Approach in a silly-looking corkscrew, fire one super-shot, then leave. One shootable gun.

Deepspace Attacker - "Poison"
Visual: Little red pod.
Tactical: This tiny guy looks like a flying zit, and is about as strong. Loiters briefly after attacking.

Mine Layer - "Detonator"
Visual: Capital ship. Generic elongated red-blue thing with fins.
Tactical: Drops homing mines, has two side-mounted supershot cannons.

Deepspace Transporter - "Courier"
Visual: Capital ship. Blue, with rear launch pad.
Tactical: These exist primarily to deliver "Venom" yellow Scorpions to the battlefield. They warp in, launch their single ship, then leave. It's possible to destroy these, but you'd be much wiser to concentrate on the Scorpion.

Battle Cruiser (Mk-2) - "Viper"
Visual: Capital ship. Blue, with large sphere in middle.
Tactical: Fires regular shots from midship, has two shootable front-mounted super shot cannons. Aim high during broadsides to catch incoming shots.

Deepspace Mothership - "Titan"
Visual: Boss ship. Red-orange. Looks somewhat like the starship Enterprise but with the engines twisted around to point forward.
Tactical: Two shootable lower cannons and a nose cannon.

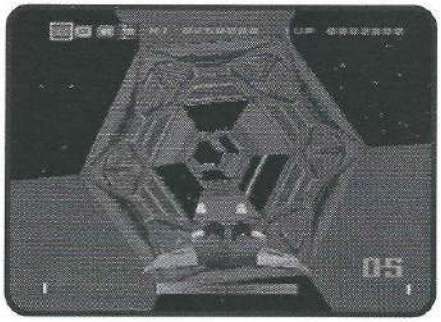
Deepspace Command Ship - "White Demon"
Visual: Boss ship. White-yellow version of "Titan".
Tactical: Fires streams of regular shots from its two shootable lower cannons, then streams of super shots from the lower cannon, then streams of regular shots from the nose cannon. This is the final boss ship.

Proximity Mine - "Spiker"
Visual: Spinning gray diamond.
Tactical: Dropped by "Detonator" capital ship in large groups. They veer directly toward you and explode on impact.

Data Pods
Visual: Boxy little things with a flashing strip around the edge.
Tactical: Stationary, unarmed. Appear in asteroid fields only. You can ignore these unless you really feel like going for the points.

Asteroids
Visual: Gray rocks in a variety of sizes. Pretty much what you'd expect.
Tactical: Appear in massive fields that your mothership flies through. It's impossible to hit all the asteroids, so just concentrate on clearing a path directly in front of you.

Reactors
Visual: Big hulking things held in place with support beams.
Tactical: Stationary, unarmed. Appear in trenches only. Take several hits to destroy, and if you hit one it's game over.



■ Missions ■

Operations, missions, levels, waves. Whatever you call it, Zero 5 has fifteen of them. Each mission has pre- and post-mission briefings that primarily serve as a much-needed thumb break. The briefings themselves are useless fluff, but do often warn you what enemies you'll be facing.

Each operation can consist of Fighter mode, Gunner mode, Trench mode, or any combination thereof.

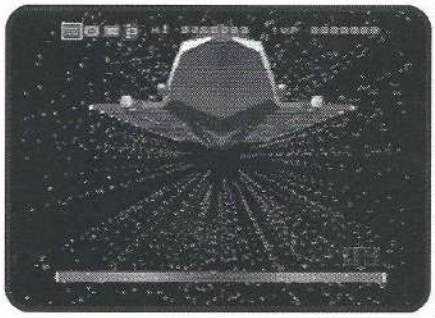
1 - Baptism
Fighter mode. First appearance of red saucers and red and blue pyramids.
Your basic warm-up mission. One easy thing to note about this mission is you only need to steer left and right and you can hit every enemy this way. No need to get disoriented by spinning the ship or bobbing the nose up and down.

2 - Hostile Invasion
Gunner mode. First appearance of Atmos-Fighters, Mine Layers, Asteroids.
The red Atmos-Fighters are tough but simple to deal with. As for the asteroid field – you'll be cursing these things. At first you can catch all the incoming asteroids simply by sweeping left and right, but later that's not enough, and asteroids that look like they're going to miss you often don't. Fortunately you can ignore the Data Pods, even though the mission briefing cites them as an objective. In truth they're just there for extra points. At the end you'll face two Mine Layers. Each one makes a broadside run at you, then lays a few mines and leaves. Make sure to blow their guns off when you get the chance.

3 - Gunship Attack
Trench, Fighter modes. First appearance of Parasite drones.
This mission is mostly trench, with a token fighter sequence at the end where you blast a couple waves of Parasites. Make sure you don't collide with the Reactor!

4 - Stargate Patrol
Fighter mode. First appearance of Thunder.
This mission contains perhaps the only mixed string of enemies in the game – a colorful train of red Drones and green Parasites. The yellow Thunder saucer you face at the end is escorted by a few red saucers. The Smart Laser is the easiest way to clean them out so you can concentrate on the Thunder, which can absorb a lot of firepower.

5 - Arachnophobia
Gunner mode. First appearance of Scorpion, Venom, Courier, Titan.
The first waves of Scorpions make things easy for you by appearing at the same height, but the last one mixes it up, requiring rapid side-to-side and up-down aiming. Don't distract yourself trying to take out the Couriers. They're harmless, and distract you from the far more hazardous yellow Venoms. After all that, you'll face the first boss ship, Titan. It has



a fairly simple attack pattern, and won't leave until one of you is dead.

6 - Death Match

Fighter mode. First appearance of Lightning.

The Saucers are a real pain in this one, assuming distant positions around you and alternating firing. As usual in this game, the best defense is a good offense – take them out before they get a chance to peck you to death. Later, you'll face red Defense Drones that alternate firing at you from the left and right. The simplest way to deal with this is to flip on your side (so you're looking straight down at the top of your ship), and make like you're playing Asteroids – just spin left and right to take out all the incoming shots. The Lightning you face in this mission is unusually tough. Later in the game you'll face three at once, but fortunately they become easier to kill.

7 - Thunderbolt

Gunner mode. First appearance of Battle Cruiser and yellow Atmos-Fighter.

You'll fight lots of Atmos-Fighters in this mission. For the first part, you can keep up pretty well by maintaining a mostly counterclockwise sweep. After the Atmos-Fighters, you'll face five Battle Cruisers. Each one will make an attack run and then leave.

8 - Infiltrator

Trench, Fighter modes.

One word: grueling. Starts with the longest trench sequence in the game, capped off by three reactors (yes, three) right in a row. If you can make it past that, you get to deal with about a dozen very agile yellow saucers. Fortunately they're not quite as well-armored as usual.

9 - Galaxy Patrol

Fighter, Gunner modes. First appearance of Wasp.

Okay, did I say the previous mission was grueling? Forget it. THIS is grueling. This mission starts in gunner mode, where you have to destroy about a hundred saucers. No strategy here – just aim for the thickest part of the mass and keep firing. After you take care of the saucers, you're launched into fighter mode and perhaps the most infuriating attack pattern in the game. Red saucers will surround you in a diamond pattern, and take turns shooting at you. The only way to survive is to knock out at least two saucers next to each other in each wave. Save your Smart Lasers for the end, when some yellow saucers will attack you in the same way. If you make it through fighter mode, you go back into gunner mode and swat some Wasps.

10 - Alien Strike

Fighter mode. First appearance of yellow pyramid.

You'll be attacked by red, then blue, then yellow pyramids. They'll use a very rapid, in-your-face pattern which can be handled at first simply aiming about 45 degrees to the left. Unfortunately, the yellow pyramids alternate firing from the top and bottom. Fortunately, you can exploit Zero 5's generous collision detection to make this part pretty easy. Just aim at the top of the pattern, as low as possible to catch incoming shots, and fire constantly – you'll also catch shots coming at you from below! After all the pyramid drones, you'll be thrown against three Lightnings. Just use your Smart Lasers to wipe them out.

11 - Gunners Hell

Gunner mode. First appearance of Squirt and Poison.

First you'll need to destroy a heavy mix of Squirts and Poisons. It's easy to get swamped, so concentrate on the much more dangerous Poisons. Next you'll face a Minelayer. It'll make three mine-dropping runs, fire a broadside at you, then leave.

12 - Silencer

Gunner mode.

This mission takes you through two asteroid fields, and with an added threat – saucers that warp in next to you and fire a solid stream of shots. These should become your number-one priority as soon as they appear. After the asteroids, you'll face another Titan boss ship.

13 - Mothership Raid

Trench, Fighter modes.

Starts with a brief trench ride and a single reactor to take out.

Once back in fighter mode, you'll have to deal with some yellow pyramids in pretty easy patterns. The worst part is the yellow saucers after them, using yet another round-robin attack pattern. Don't bother with the Smart Laser – three shots aren't enough to take them all down, and you'll need them for the end when you're jumped by a pair of Lightnings.

14 - Breakthrough

Gunner mode. First appearance of Hawk.

The first part of this mission is tough. Hawks are fast, and will be on you almost before you can even aim at them. A few saucers are mixed in to distract you. Ignore them. After the Hawks, you'll face four Minelayers. They'll lay some mine patterns – staying safely out of range – then half-heartedly present themselves for destruction.

15 - Final Encounter

Fighter, Gunner modes.

Befitting the final mission, this is long, hard, and intense. A little bit of everything here. Fighter mode, then gunner mode, then fighter mode again, then back to gunner mode for the final showdown with the end boss, White Demon. ■

Congratulations, you saved the universe!

Top Secret File #0-5:

Zero 5 Cheats

UNLOCK Missions

Each mission has its own individual code and unlocks that mission and all those below it. From the Options screen go to the Mission select screen and select the mission to unlock. Press and hold the PAUSE key and then enter the numeric code, then release the PAUSE key. There will be a sound effect to confirm the code has been correctly entered.

1	050505	2	689214	3	122169	4	676396	5	493175
6	329781	7	748627	8	249347	9	579742	10	276549
11	107840	12	297430	13	921753	14	385179	15	901934

Weapon Restoration

Go to select play mode and hold down OPTION and enter code 734628 and then release the OPTION key. There will be a sound effect to confirm the code has been correctly entered. Press 7 to power up the currently selected power-up (Shield, Weapon or Score) and press 8 to restore the 3 smart lasers back again. This cheat is lost on Reset.

Option-To-Skip

Go to select play mode and hold down OPTION and enter code 734628 and then release the OPTION key. There will be a sound effect to confirm the code has been correctly entered. During the game press OPTION to skip an enemy wave. This cheat is lost on Reset.

Invincibility

Go to select play mode and hold down PAUSE and enter code 217859 and then release the PAUSE key. There will be a sound effect to confirm the code has been correctly entered. Now your shields can not be destroyed, however to complete the missions you will still need to kill all the majority of enemies. This cheat is lost on Reset.

To view the End Sequence

Start playing mission 15 having enabled the Option-To-Skip cheat. Press OPTION in the first BamBam section. When in HitPak mode, it goes straight into a warp. When the initial warp is finished, hold down numeric key 1, 2 and 3 and while holding them down press the OPTION key. This will go straight to the end of game victory sequence.